

Additional programmable timers (not shown) and associated circuitry (not shown), which is substantially the same as the aforescribed programmable timers and associated circuitry, for one player and player advantages and goals of the opposing team are incorporated into the apparatus 110 for determining performance -indicating numbers in sports games, particularly in ice hockey.

The intermediate statistics from the database 152 may 10 be optionally manipulated by a computer and/or calculator to arrive at final statistics for the hockey game.

A time chart display may be optionally displayed on a cathode ray tube, monitor, or television showing goals 15 scored as the ordinate and with respect to time during each period as the abscissa.

IN THE CLAIMS:

20 Please cancel pending Claims 1-19 and 21, and add new Claims 22 through 25 as follows:

22. In a converting device for converting a box score in a hockey game eventually to final statistics relative to 25 composite power play, composite penalty efficiency, two-player power play, two-player penalty efficiency, major power play, major penalty efficiency, composite hot seat,

hot seat two-player disadvantage, hot seat major disadvantage, or earned goal average, and wherein said final statistics are, in turn, obtainable from intermediate statistical data, the improvement being wherein said intermediate statistical data are identifiable by a combination of respective characters within, and are routable to a calculating means so as to obtain statistics therefrom, comprising in combination:

10 converting means for obtaining said intermediate statistical data from said box score, said converting device including:
15 a database for storing said box score; means for converting said box score to accrued time and goals scored during power plays of opposing teams; and storage means for storing said accrued time and goals scored in an intermediate statistical database.

23. The converting device according to claim 22,
20 wherein said converting means further comprises a timer.

24. In a converting device for converting a box score
in a simulated hockey game eventually to final statistics
relative to composite power play, composite penalty
25 efficiency, two-player power play, two-player penalty
efficiency, major power play, major penalty efficiency,
composite hot seat, hot seat two-player disadvantage, hot